

ELECTRIC FOOTBALL Kicking Procedures with “The Kicking Game” Kick Placement Cards

INTRODUCTION

“The Kicking Game “ is a deck of cards used as an alternative method of kicking and punting in ELECTRIC FOOTBALL. It consists of 48 cards divided into one deck each of 19 “Kickoff”, 5 “Onside Kick”, 19 “Punt”, and 5 “Punt from within Midfield” cards. Each card designates a distance of the kick and a placement on the field of the ball for the “catch and recovery” of a kicked ball and a possible return of a kickoff or punt. They may also be used to indicate the distance the ball is kicked for field goal and extra point attempts.

The rules for “Free Kicks” (Kickoffs, Safety Kicks, Onside Kicks) and Kicks from Scrimmage (Punts and Field Goal Attempts) are virtually the same at every level of football. There are a few differences that have been adopted that distinguish the professional level from the college and high school levels and the college level from the high school level. But because “The Kicking Game” Kick Placement Cards only provide a distance and placement on the field of the kicked ball, they may be used for any level of football.

The following procedures are merely a suggestion of how to use these cards to enhance the kicking game of your ELECTRIC FOOTBALL game play. They are in no way intended to be “official rules” and you are encouraged to add to or change them in any way to make the game more interesting and fun for you to enjoy and play the game.

NOTE: These cards were developed in 2001 when the newly formed XFL professional football league began play and as part of its rules stated their would be no fair catches of a punt and all punts must be caught and recovered by a player of the receiving team and returned.

At that time most rules of electric football game play did not allow for the return of a punt and all punts were automatically specified to be either 40 or 45 yards from the line of scrimmage with no opportunity for the kicking team to pin their opponent deep within their own territory with a “coffin corner” punt out-of-bounds.

Also, since the intent was for the action on the playing field to allow for the defense to rush the punter and attempt to block the punt, their was no card developed to make a block happen as the random result of a drawn card and in my own personal opinion of how the game should be played, I felt that all field goal attempts should be made by using the TTQB. Therefore no cards were specifically created and developed for Field Goals even though the title cards do show a kicker and holder attempting a field goal kick.

FREE KICKS (Kickoffs, Onside Kicks, Safety Kicks)

The procedures for free kicks at all levels of football are virtually the same. Kicking and receiving team’s line up along restraining lines, the ball is kicked towards the receiving team’s goal line and depending on where the ball lands determines the next course of action.

Restraining Lines

- For professional and college football, the restraining line for the kicking team is their 35-yard line, for high school football, it is the 40-yard line.
- On safety kicks, at all levels, the restraining line for the kicking team is their 20-yard line.
- The restraining line for the receiving team is 10 yards in advance of the kicking team’s restraining line.

NOTE: In 2024, the NFL adopted a new set of rules and procedures for free kicks that will be outlined below. These have been further revised for the 2025 season to a version the NFL now refers to as their “Dynamic Kickoff” rules.

Traditional Kickoffs (College and High School)

- The kicking team is lined up along their restraining line with the kicker in the center of the field.
- The receiving team is lined up 10 yards in advance of the kicking team.
- Using the deck of 19 “Kickoff” cards, the deck is shuffled and the top card turned face up to reveal the distance of the kick and the placement on the field of the ball.

Note: These cards were developed and created in 2001 when the restraining line for the kicking team in the NFL was their 30 yard line. Therefore the diagrams on the cards do not accurately reflect the actual placement on the field of the ball. The placement of the ball should be moved up 5 more yards than what is shown on the card but still in the same relationship to the other markings on the field such as the numbers, sideline and inbound markings of the field. For use with high school football rules, the ball should be moved up 10 more yards since the kicking team’s restraining line is its 40 yard line. Safety Kicks would necessitate the ball being moved back 10 yards since the kicking team’s restraining line is their 20 yard line at all levels of the game for a Safety kick.

- A touchback of a kickoff occurs anytime the ball lands inside the goal area of the receiving team or out-of-bounds beyond the end line of the receiving team’s goal area.
- All kickoffs that land within the playing field area are eligible to be recovered and returned.
- The receiving team may choose to “fair catch” a kickoff that lands within the playing field area, giving up the right to make a return of the kick.
 - **In 2018, the rules were changed to make the “fair catch” of a kickoff inside the 25 yard line a touchback and possession being awarded to the receiving team at their 25 yard line.**
- All kickoffs that land within the playing field area and not in close proximity to a player of the receiving team (within 2 base lengths) should be caught and recovered before proceeding with a kickoff return.
 - A kickoff that does land in close proximity (within 2 base lengths) of a player, is automatically caught and eligible to be returned.
- To make the “catch and recovery “ of a kickoff, all players of both teams are allowed to be readjusted to either run towards the ball in an attempt to gain possession of the ball, to block for a possible return of the kick, or to move into a position to make a tackle of the kick returner.
 - The receiving team is being adjusted to have at least one of its players attempt to make the “catch and recovery” of the ball with the remaining players of the receiving team being adjusted to block for the return.
 - The kicking team is being adjusted to have at least one player attempt to recover the ball with its remaining players moving in position to make a tackle of the kick returner.
- Teams are allowed 2 stoppages of the game board or 3 seconds in which to make a “catch and recovery“ of the ball.
- If there has not been a clear “ catch and recovery” of the ball within 2 stoppages of the game board or 3 seconds, then possession is awarded to the receiving team at the spot of the ball.
- Once there has been a clear “catch and recovery “ of the ball, the play becomes a running play and proceeds as a running play from scrimmage, until the ball carrier either scores, is tackled, runs out-of-bounds, or otherwise has his forward progress stopped or reversed.

Kickoffs (2025 NFL “Dynamic Kickoff”)

- Only the kicker is lined up on the kicking team’s 35-yard line.
- Remaining players of the kicking team are lined up along the receiving team’s 40-yard line.

- Receiving team players are lined up with at least 8 players in a 5 yard setup zone from their 35-yard line to their 30 yard line.
- 2 receiving team players are lined up in a landing zone which is defined as the receiving team's 20-yard line to their goal line.
- Using the deck of 19 "Kickoff" cards, the deck is shuffled and the top card turned face up to reveal the distance of the kick and the placement on the field of the ball.
- All kickoffs that land within the playing field landing zone area or end zone goal area are legal and must be recovered and returned. No "fair catch" of a kickoff is allowed.
- A "catch and recovery" of the kick is automatic. The player closest to the ball is moved to the spot of the ball and the other player who is lined up in the landing zone, if there is one, is moved and repositioned to block for the kick returner. The kickoff play then becomes a running play and all players of both teams are adjusted and / or repositioned to block for a possible return of the kick, or to move into a position to make a tackle of the kick returner.
 - The receiving team is being adjusted to have its players block for the return and the kicking team is being adjusted to have its players attempt to tackle the kick returner. The "kicker" of the kicking team is replaced by a regular player figure and may be repositioned anywhere in the area of the kicking team's 35 yard line up to the 50 yard line.
- The play then proceeds as a running play from scrimmage with the ball carrier advancing as far as possible until he either scores, is tackled, runs out of bounds, or otherwise has his forward progress stopped or reversed.
 - If the "catch and recovery" is in the landing zone area, the returner may advance back into his end zone and down the ball for a touchback. This puts the ball at the receiving team's 20-yard line for the next play.

Note: Because there is not a "Kickoff" card that indicates the ball traveling and landing out-of-bounds, there is no need to make a provision for a "Kickoff Out-of-Bounds".

Onside Kicks

An onside kick may be attempted on any free kick in college or high school. In the NFL, a team must declare its intention to attempt an onside kick and only if it is trailing in score.

- Teams are lined up as they normally would be for a kickoff.
 - The NFL has established an "onside kick set up zone" for the receiving team as being the area that is 15 yards in length beginning at the restraining line of the receiving team and extending back towards their own goal line.
 - The receiving team must line up at least 5 players with one foot on the restraining line and at least 8, but no more than 9, players inside this "onside kick setup zone".
 - The ball must land and remain inside and within this zone, to be a legal onside kick and legally recoverable by a player of the kicking team.

Using the deck of 5 "Onside Kick" cards, the distance and placement on the field of the kicked ball is determined by shuffling the deck and then turning the top card face up.

- The ball is spotted on the field as indicated. As a result of the kick, the ball will land either in the field of play, or out-of-bounds beyond the sidelines.
 - To be a legal kick recoverable by the kicking team, the ball must travel at least 10 yards and remain inbounds.
 - If the kick initially lands out-of-bounds, there is a re-kick of the ball from 5 yards further back or the receiving team may elect to take possession at the spot where it crossed the sideline.

- If the kick remains inbounds but fails to travel the required 10 yards, an attempt to recover the ball must still be made.
 - If it is recovered by a player of the kicking team, possession is awarded to the receiving team at that spot of the ball.
 - If it is recovered by a player of the receiving team, a return of the kick from that spot is possible if the player making the recovery is not being touched by a player of the kicking team or the ball may be down at that spot.
- If the kick travels the required 10 yards and remains inbounds, it is a legal kick and eligible to be recovered and / or returned by either team.
- If the recovery is by a player of the kicking team, the ball can not be advanced, is immediately dead and the down is concluded.
- If the recovery is by a player of the receiving team and he is not being touched by a player of the kicking team, the ball is live and it can be advanced until it is next declared dead .

Kicks from Scrimmage (Punts and Field Goal Attempts)

A kick from scrimmage is any play from scrimmage that begins as a running play but involves kicking the ball from behind the line of scrimmage. This may be in the form of a punt, a place kicked field goal attempt or a drop kicked field goal attempt.

A kick from scrimmage turns the ball over to the opposing team after it has been kicked beyond the line of scrimmage as a result of the punt or field goal attempt, but only a field goal attempt scores a field goal for the team in possession of the ball if it is kicked over the crossbar and through the uprights of the goal post.

The kick may be made from any where behind the line of scrimmage and the distance of a punt is measured from the line of scrimmage to the spot on the field where it last becomes dead or is caught and recovered by a player of either team. A successful field goal attempt is measured from the spot on the field where it is kicked from to where it crosses over the crossbar and through the uprights of the goal posts (the end line of the defensive team's goal area end zone).

Punt and Punt from inside Midfield

Two decks of cards are provided for the placement of the ball on the field as a result of the punt. Which deck is used depends on the line of scrimmage from which the play begins. The 19 "Punt" cards are used if the line of scrimmage is the 50 yard line or from anywhere on the side of the field that is an offensive team's yard-line. The 5 "Punt from inside Midfield" cards are used if the line of scrimmage is the defensive team's 49 yard-line or from anywhere on the side of the field that is a defensive team's yard-line.

An indication that a punt is going to be the play called is if the offensive team lines up in a standard punt formation which has one player (the "punter") lined up typically no more than 15 yards from behind the line of scrimmage and 2 players lined up on the line of scrimmage (one on each side of the scrimmage line) in the position of a "gunner". A punt is typically the play call on fourth down when it is determined that a first down cannot be gained but may also be called for on any play and performed on any down. This is known as a "quick kick".

A "quick kick" is very rare and a play that is seldom, if ever, called for in today's game of football. In the distant past it was a very effective way to get out of a situation that had the offense pinned down deep in its own territory and very close to its own goal line as a way to gain better field position and to avoid a safety score by the defense. It is a play that is still legal by today's football rules as well as a fake punt that is not allowed for in many of today's electric football rules. An "open field punt" is another play that is not provided for by most of the rules of electric football used today. Real football allows for a punt to be made from anywhere on the field, behind the line of scrimmage.

To make a punt, the following "game play procedures" are suggested:

- Teams are lined up as they normally would be legally lined up for a play from scrimmage.
 - For the offense - 7 players on the line of scrimmage and 4 players either in the backfield or at least one yard behind the line of scrimmage. One player is lined up behind the center to receive the center snap, typically at least 10 yards and usually within 15 yards of the line of scrimmage.
 - This player, who is to be the “punter”, may be of any player or figure designed and/ or created to represent a punter, and may be mounted to either a mobile base, a stationary magnetic base or made to be stationary by any other method desired.
 - Two players that are typically lined up as wide receivers on the line scrimmage, one on each side of the line of scrimmage, are designated as the “gunners “ but are ineligible to receive a forward pass if there is a fake punt called as the play to be run.
 - For the defense - players are lined up as they normally would be for any defensive play call.
 - If the play call by the offense looks to be a punt or is the play expected to be called, the defense should line up at least one player, 35 to 45 yards back beyond the line of scrimmage.
 - The players lined up opposite the offensive “gunners” may not be lined up to impede the advancement down the field of the “gunners” but instead are typically lined up to run back with the “gunners” away from the line of scrimmage.
 - Any other number of defensive players may also be lined up to run back away from the line of scrimmage to get in a position to block for a potential punt return or to run forward to rush the punter and attempt to block the punt.
- The game board is run for a maximum count of two seconds to allow the defense to rush the punter and attempt to block the punt.
 - The punt is blocked if any player of the defense advances to a position that is directly in front of the punter and within one base length of the punter but not touching or running into the punter.
 - If a player of the defense does windup touching or running into the punter, it is a **PENALTY** for **Running into the Kicker**. The defense is penalized 15 yards, and the offensive is awarded a first down.
- The punt is made using either the deck of “Punt” cards or “Punt from inside Midfield” cards. **(See the guidelines spelled out above for which deck to use.)**
- The ball is placed on the field as indicated by the card drawn. As a result of the punt, the ball will either land in the field of play, or out-of-bounds beyond the sidelines or end line
 - If the ball lands out-of-bounds, beyond the sidelines of the playing field area, it is a turnover to the receiving team and is spotted on the nearest inbounds line and hash mark yard-line and made ready for the next play.
 - If the ball lands out-of-bounds beyond the sidelines or end line of the goal area end zone, it is a touchback and turnover to the receiving team with the ball being spotted at the 20-yard line and made ready for the next play.
 - If the ball lands inside of the playing field area and inbounds, it is eligible to be caught and recovered and must be caught and recovered.
 - If the “catch and recovery” is by a player of the kicking team, the ball is immediately down and dead. It is a turnover to the receiving team and then made ready for the next play at the inbounds line and hash mark yard-line nearest to where the ball was downed and declared dead.
 - If the “ catch and recovery” is made by a player of the receiving team, it is a live ball and eligible to be returned.

- Follow the procedures as outlined and described above for the return of a free kicked “kickoff return”.
- If the ball lands inside the goal area end zone and remains inbounds, it is not necessary to make a catch and recovery of it and if neither team attempts to do so, it is an automatic touchback.
 - The receiving team may still choose to receive the ball in the end zone and if they do, they may then choose to return it out of the end zone and into the field of play or down it in the end zone for a touchback.

All punts are eligible to have a player of the receiving team call for a “fair catch “ of the ball. This must be done immediately following the draw of the card that indicates the distance and placement on the field of the kicked ball, and before there is an attempt made to “catch and recover” the kicked ball. That player then is the only player of the receiving team who may be directly directed towards the ball and his progression to the ball must not be impeded by another player of either team until he has been given a clear and fair chance to try to “catch and recover” the ball. Once the ball has been clearly caught, the ball may not be further advanced and the ball is blown dead, the play is over and the ball is spotted for the next play at the nearest inbounds line and hash mark yard-line.

Field Goals

A field goal is scored when the ball is kicked, from the playing field area, on a kicking play from scrimmage, over the crossbar and through the uprights of the defensive team’s goal post. This is typically done by means of a place kick or drop kick from a spot on the field behind the line of scrimmage.

A place kicked field goal attempt is one that is executed from at least 7 or 8 yards behind the line when the ball is snapped to a holder who places the ball down on the field for the kicker while the kicker is approaching the ball from 1 or 2 yards and then kicking the ball almost immediately after it has been placed down by the holder.

A drop kicked field goal attempt is when the ball is dropped from the hand of the kicker, allowed to bounce back up from the ground and then kicked the instant it begins to rise from the ground towards the goal posts, and hopefully over the crossbar and through the uprights of the goal posts for a field goal score. This attempt must be made from behind the line of scrimmage and may be executed by any player of the offense that is acting as the ball carrier and in possession of the ball as the result of being the receiver of the center snap or has become the ball carrier as the result of being the receiver of a backwards pass (a handoff, a pitchout, or a lateral). ***A player who has become the ball carrier as the result of a forward pass may not be the executer of a drop kicked field goal even though he may still be behind the line of scrimmage.***

Field goal attempts are made by executing the following suggested game play procedures:

- Both teams are lined up as they would be for any play from scrimmage with the following exceptions:
 - If the attempt is to be made as a place kicked field goal, the offense must have one player lined up as the holder and one player lined up as the kicker at the yard line spot on the field from where the attempt is to be made. This is typically 7 or 8 yards from the line of scrimmage and directly back from the player of the offense who is acting as the center-snapper.
 - These players may or may not be on stationary bases, but they must not be allowed to move from their position during the execution of the play at least until after the ball has been kicked.
 - The defense may not line up a player or players directly in front of the center snapper but instead they should be to either side of the center.
- The game board is powered on and run for a full 2 seconds to allow the defense an opportunity to block the kick.

- The kick is blocked if a player of the defense is able to get into a position directly in front of the kicker and to within a full base length of the kicker.
- He must not be making a full frontal tackle of the kicker as this would be considered to have illegally run into the kicker, which is a penalty.
- The **PENALTY for Running into the Kicker** is 15 yards against the defense and an automatic first down for the offense from the spot of the foul.
- Following the opportunity by the defense to block the kick, the result of the field goal attempt is revealed by using the deck of 19 “Kickoff” cards.
 - The deck is shuffled and the top card turned up to reveal a distance that the ball has traveled as a result of the kick.
 - The distance of the kick is measured from the yard line spot on the field where the ball was placed to be kicked to a spot 10 yards in advance of the goal post.
-This is to allow for the kick to safely clear the crossbar of the goal post.
 - The maximum distance that the ball can be kicked is 73 yards which would allow for a 63 yard field goal attempt.
- When these cards were created and developed, the maximum distance that a successful field goal attempt had been made from was 63 yards in the NFL. Since that time, it has been increased to 68 yards. The farthest an unsuccessful field goal has been attempted is 76 yards. NFL Rules, as well as all football rules, allow for a field goal attempt to be made from anywhere inside the playing field area. To allow for this, an optional method of measuring the maximum distance that a field goal attempt may be made from and still allow for the kick to clear the crossbar of the goal posts would be to allow for a 72 yard maximum field goal attempt (72 yards being the distance from the yard line spot of the kick to the cross bar of the goal posts and one yard to clear the goal posts for a total distance of 73 yards as indicated by the card).
 - If the attempt is to be made as a drop kicked field goal, both teams are lined up as they normally would be for a play from scrimmage, without exception. **Basically a drop kicked field goal attempt is a trick play called by the offense and a surprise to the defense as the defense really has no “read” to “key” on indicating that the play is going to be a field goal attempt and therefore be able to make a “reaction” adjustment to.**
 - The play begins as a running play from scrimmage with a 1 second “snap of the ball” to the initial ball carrier – usually the QB.
 - This may or may not be the player that is going to be the executer of the kick. It may be any player of the offense who had initially been lined up on the line of scrimmage in an ineligible receiver position or an eligible receiver position. It may also be one of the other 3 players who had initially been lined up as a backfield player in an eligible receiver position. **Any player who may have been initially lined up in a legal offensive formation and in an ineligible receiver position or an eligible receiver position to receive a forward pass, may at any time during the execution of the play, be allowed to move into an eligible receiver position for a backwards pass (handoff, lateral or pitch out) and may at anytime after receiving a backwards pass become the executer of a drop kicked field goal attempt.**
 - Once it has been decided to stop the game play action and attempt to execute the Dropkick Field Goal, the player who is to be the kicker is replaced by a TTQB Kicker on a stationary base, with a ball on the kicking tee, in the exact same spot as the ball carrier and turned towards the defensive team’s goal post. **The purpose of setting up the kicker with a ball**

on his kicking tee is to allow for a fumble of the ball. if the ball does fall off the tee during the next phase of the play execution when the game board is turned on and run for 1 second, it is a fumble and must be recovered.

- All unengaged players of both teams are then turned and/or repositioned to attempt to block for the kick if on offense or to rush the kicker and attempt to block the kick if on defense.
- The game board is turned on and allowed to run for 1 full second.
 - The kick is blocked if the kicker is hit by a full frontal tackle attempt by a player of the defense or a defensive player is able to get to a position that is less than a full base length distance directly in front of the kicker. **Blocked kicks result in a turnover to the defense at the yard-line spot of the ball from which the kick was being attempted.**
 - The kick is not blocked if there is not a player of the defense able to get in a position to block the kick.
- If the kick has not been blocked, then the field goal attempt proceeds as follows:
 - Using the deck of 19 “Punt” cards, shuffle the deck and turn the top card face up, this will reveal the distance of the kick from the yard-line spot of the drop kicked ball to the cross bar of the goal posts and one yard beyond.
 - If the result of the drop kicked field goal attempt is successful, the offense scores 3 points. **To be successful, the distance of the kick must be enough for the ball to proceed over the crossbar and clear the crossbar by one yard. In other words, if the distance needed to successfully kick the ball over the cross bar is 33 yards then a distance of 34 yards is needed to clear the cross bar.**
 - If it is unsuccessful, then the play is concluded and possession of the ball is awarded to the defense at the yard-line spot of the ball from which the kick was attempted, unless it was attempted from inside the 20-yard line, in which case the yard-line spot of the ball is awarded to the defense at their 20.

If the distance, as indicated by the card, should reveal that the kick falls short of being kicked over the crossbar of the goal posts on either type field goal attempt – place kicked or drop kicked - there would then exist a condition that would allow for the “catch and recovery” of the missed field goal attempt and the possibility of a missed field goal attempt return. If it is decided to attempt to make the “catch and recovery” of the kicked ball and subsequent attempt to make a return, then the procedures for doing that as prescribed above for either a kickoff or punt are followed.

All of this that is as outlined and described above for using “The Kicking Game” Kick Placement Cards in your game play rules and procedures work best with a style of play and procedures that are modeled after the Miniature Professional Football League (MPFL) style of play and procedures as created, designed, and developed by Anthony D. Burgess.

The MPFL is a system of playing the game that is a “multi-stop” (start and stop) of “live ball” game play action, “read and react” (offense reads the defense, defense reacts to the offense) style of movement (direction, redirection, adjustment and readjustment) of players until the ball next becomes dead.

In my opinion, the MPFL is the most realistic style of electric football game play that has ever been created and developed, that fully incorporates all the core elements of the actual real world game of American Gridiron Football as it was originally intended to be played. This can only be made possible if a

game of electric football also consists of those core elements of actual real world American Gridiron Football.